

PATRON: FUTURE SELF WARLOCK



cross the infinite multiverse, power can be found in the most unlikely of places. While some barter strength from gods and demons, yours comes from a source even more incredible: yourself, across time.

Your patron is you from the future; a future of hope, warmth, and light that shines back to the present and illuminates a path forward. The magic of you in a place beyond the now echoes across decades, bringing hazy visions of events yet to come, fragments of power you will one day possess, and faith in a future worth fighting for.



Art kindly provided by
Ognjen Sporin

Subclass Features

HOPE

3rd-Level Future Selffeature

The connection forged through time with your future self fortifies you with an unshakable faith in the future. When you roll a natural 1 on a D20 test, you gain Heroic Inspiration if you don't already have it.

In addition, you gain Heroic Inspiration whenever you finish a Short or Long Rest.

FUTURE SELF SPELLS

3rd-Level Future Selffeature

The power of your future self spirals across time, vitalising your present self with magic. When you reach a Warlock level specified in the Future Self Spells table, you thereafter always have the listed spells prepared.

Warlock Spells Level

3	Bless, Calm Emotions, Guidance, Protection from Evil and Good, Spiritual Weapon
5	Clairvoyance, Haste
7	Death Ward, Resilient Sphere
9	Scrying, Telekinesis

GUIDING MEMORY

3rd-Level Future Selffeature

When you cast a spell that requires concentration from your Future Self Spells table, you can choose to focus your arcane energies on deepening the connection between the present and future. Doing so gives you a hazy glimpse into the memory of your future self, aiding you in avoiding harm. For as long as you are concentrating on that spell, you have advantage on Dexterity saving throws, and attack rolls made against you have disadvantage.

Once you use this feature, you cannot do so again until you finish a short or long rest.

NOT TODAY

6th-Level Future Selffeature

In moments of catastrophe, you are fortified with the vitality of your future self. When you are reduced to 0 Hit Points but not killed outright: you can drop to 1 Hit Point instead, you regain a number of Hit Points equal to two times your Warlock level, and you gain a bonus to AC and saving throws equal to your Charisma modifier until the end of this turn. Once you use this feature, you can't do so again until you finish a Long Rest.

FUTURE VISIONS

10th-Level Future Selffeature

You receive a bolt of memory from your future self, granting you a split-second insight into events about to unfold. When a creature you can see within 30 feet of you succeeds on an attack roll or ability check, or fails a D20 test, you can use your reaction to reroll the d20. The creature must use the new result.

You can use this feature a number of times equal to your Charisma modifier, regaining all expended uses upon finishing a Long Rest.

ALL OF ME

14th-Level Future Selffeature

At the start of your turn, you can channel your arcane power into a shining instant of temporal unity. Echoes of yourself across all of the time you've been alive - from a child, to your current self, and into the future - converge into a single moment. You are more than the present you.

This turn, you can take one additional action. In addition, you can cast one levelled Warlock spell this turn without expending a spell slot.

Once you use this feature, you gain a point of exhaustion, and you cannot use it again until you finish a Long Rest.



This subclass was created by DnD Shorts for The Campaign Against Living Miserably (CALM), a UK based suicide prevention charity.

CALM hosts a helpline for people affected by suicide, as well as vital online resources for anyone who needs them.

Helpline 5pm - Midnight: 0800 585858

Live chat: <https://www.thecalmzone.net/suicide-prevention-helpline>

Services Directory: <https://www.thecalmzone.net/get-support>

Support CALM: <https://www.thecalmzone.net/donate>

One in five of us will have suicidal thoughts in our life. Together, we can help people end their misery, not their lives.